

FIG.1

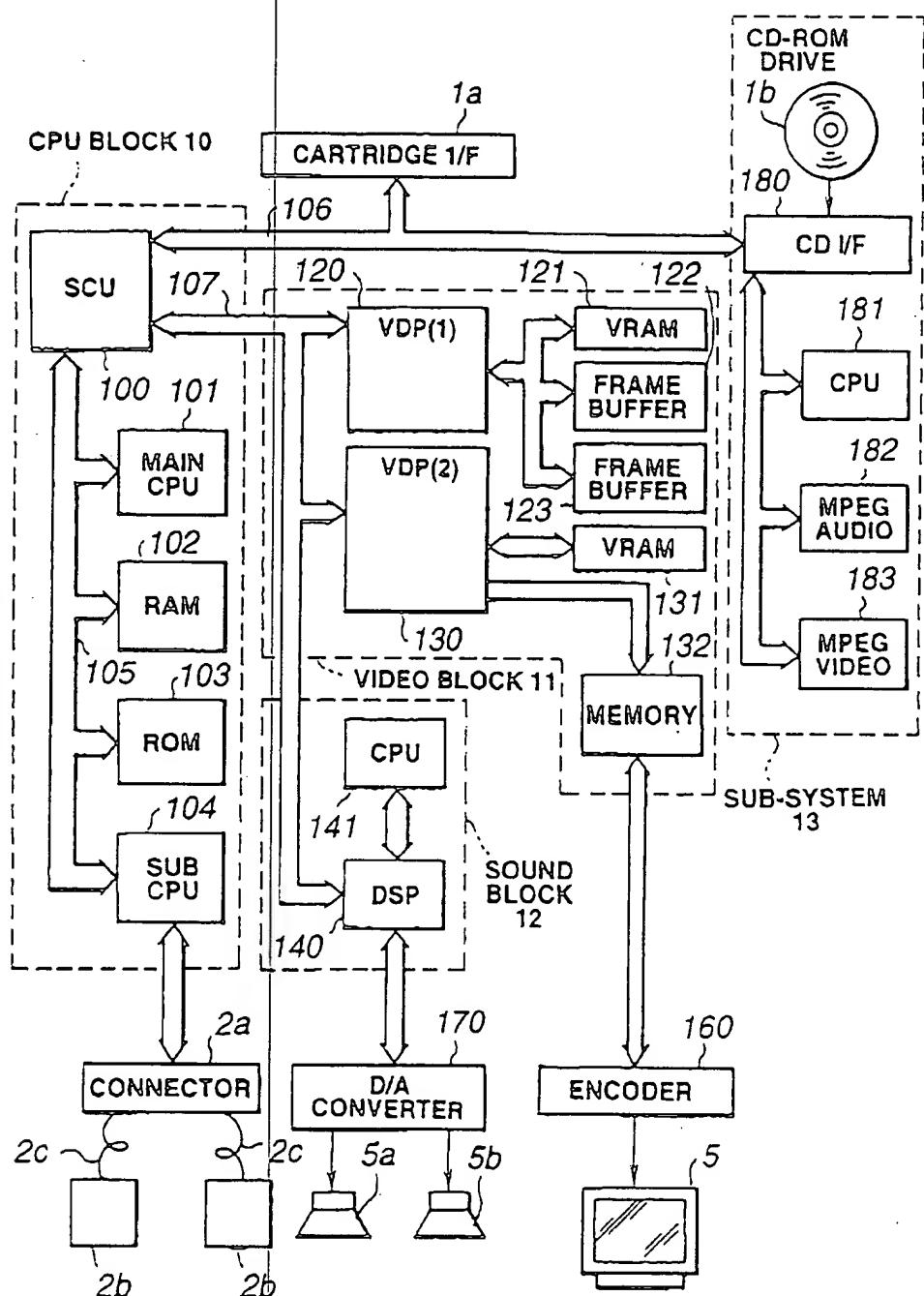


FIG.2

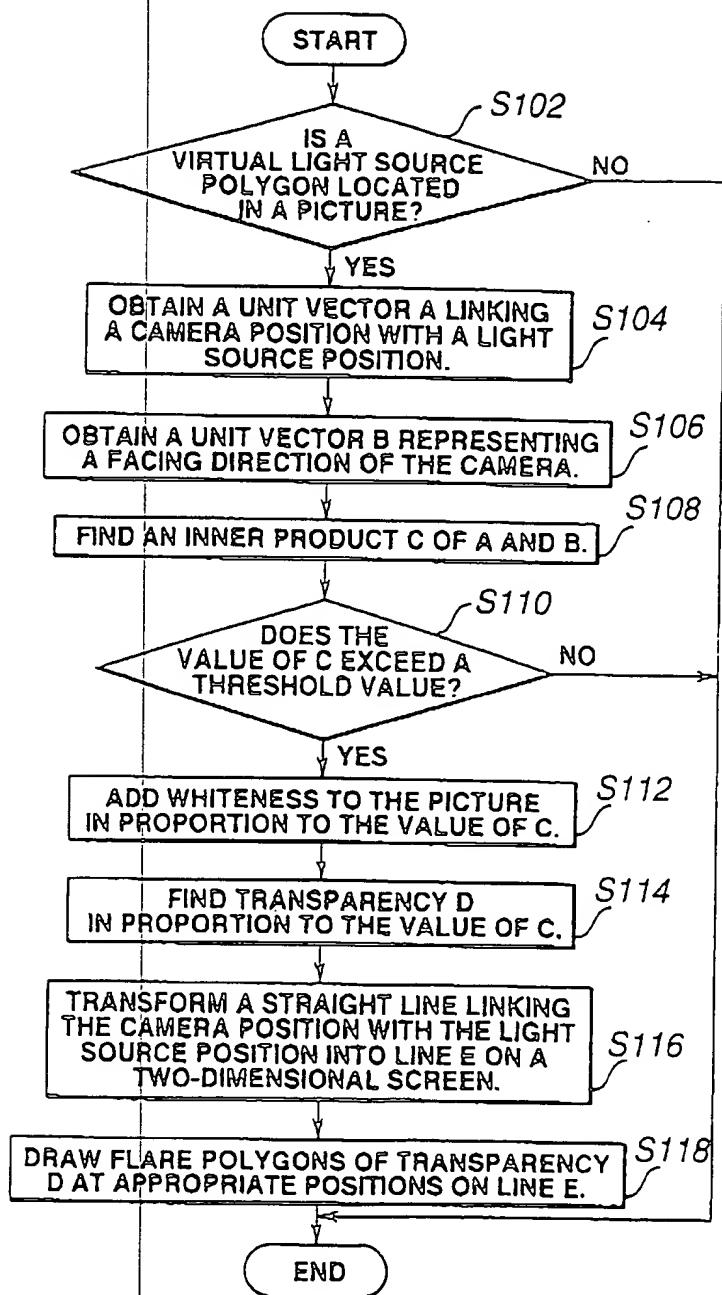


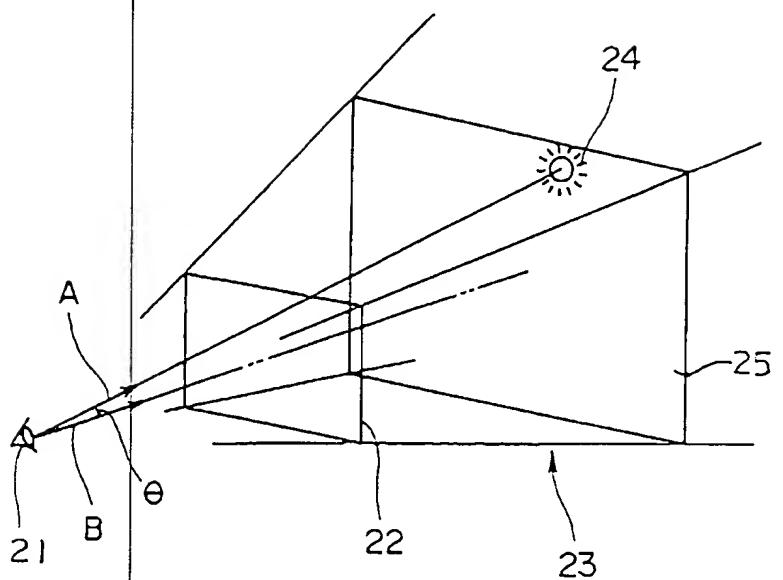
FIG.3

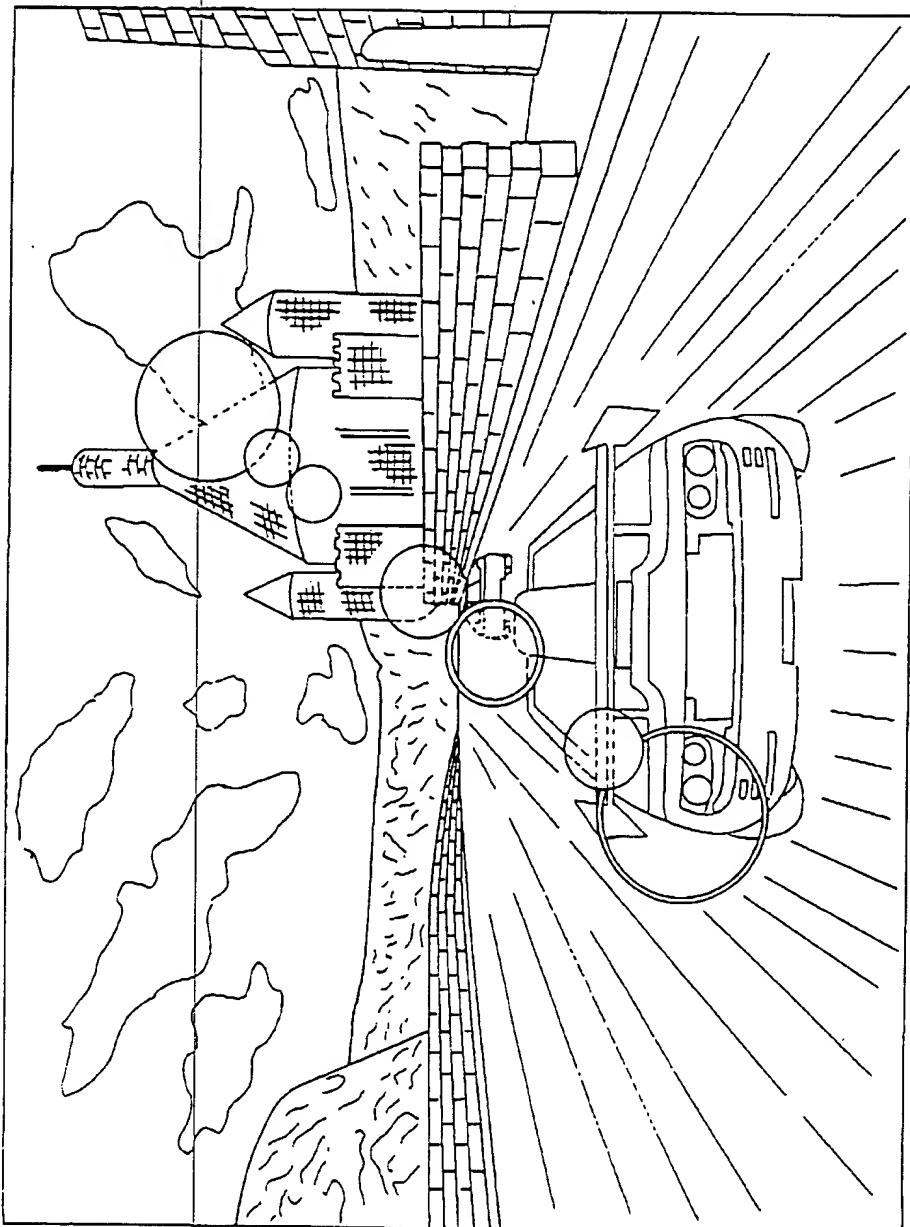
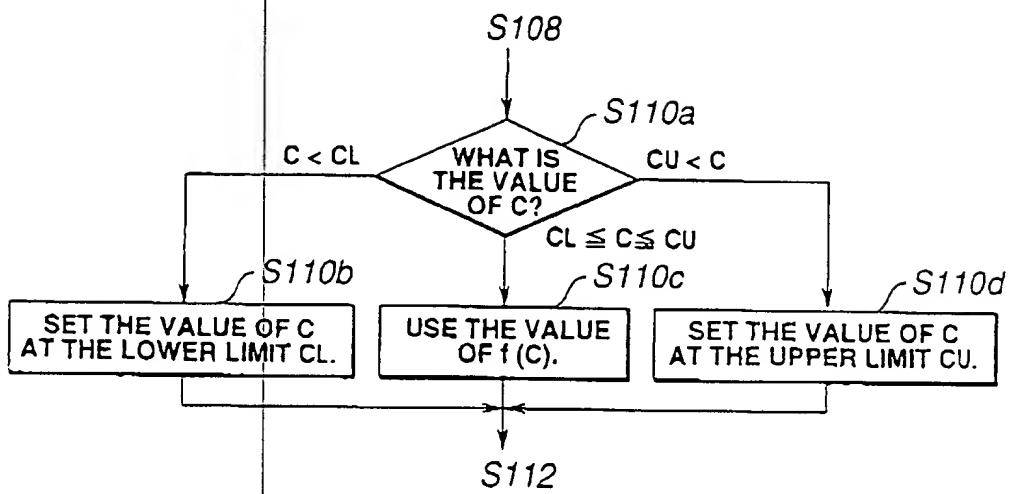
FIG.4

FIG.5



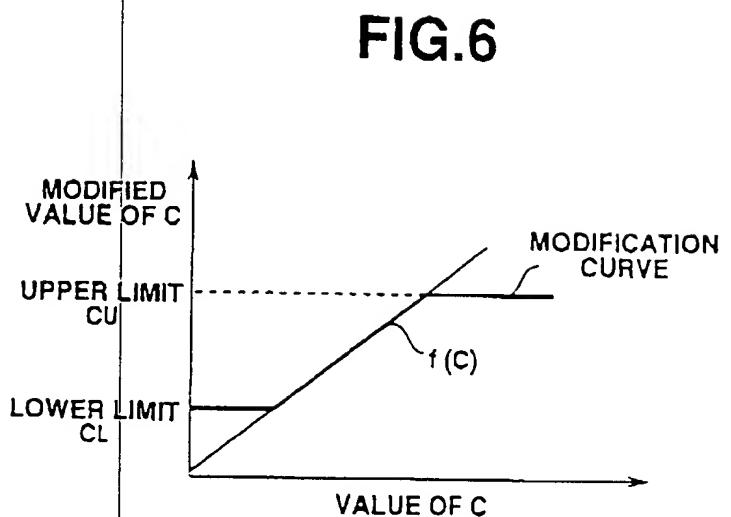


FIG.7(a)

ANGLE θ	θ_1	θ_2	...	θ_n
FLARE DEGREE C	C_1	C_2	...	C_n

FIG.7(b)

INTENSITY OF LIGHT SOURCE	POSITION WITHIN VIEW (ANGLE θ)					
	θ_1	θ_2	θ_3	θ_4	...	θ_n
P1	C_{11}	C_{12}	C_{13}	C_{14}	C_{1n}
P2	C_{21}					
:	:	FLARE DEGREE C			:	
Pn	C_{1n}				C_{nn}

FIG.8

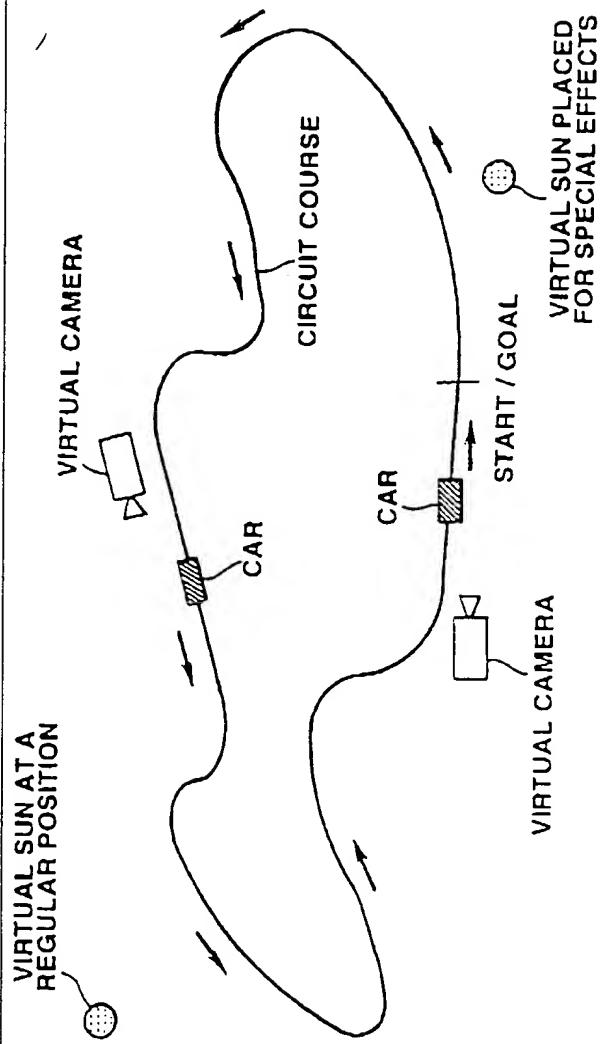


FIG.9

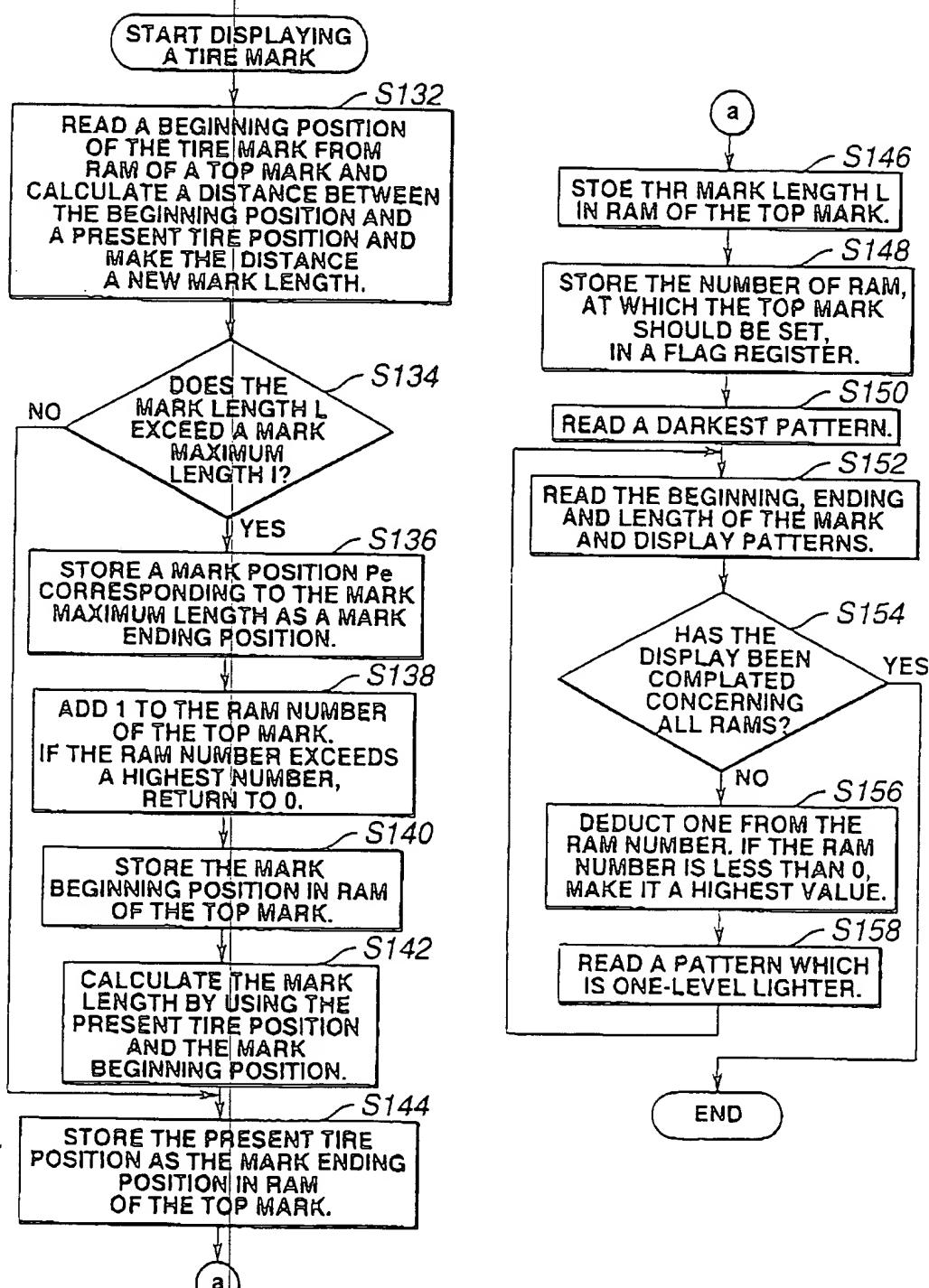


FIG.10

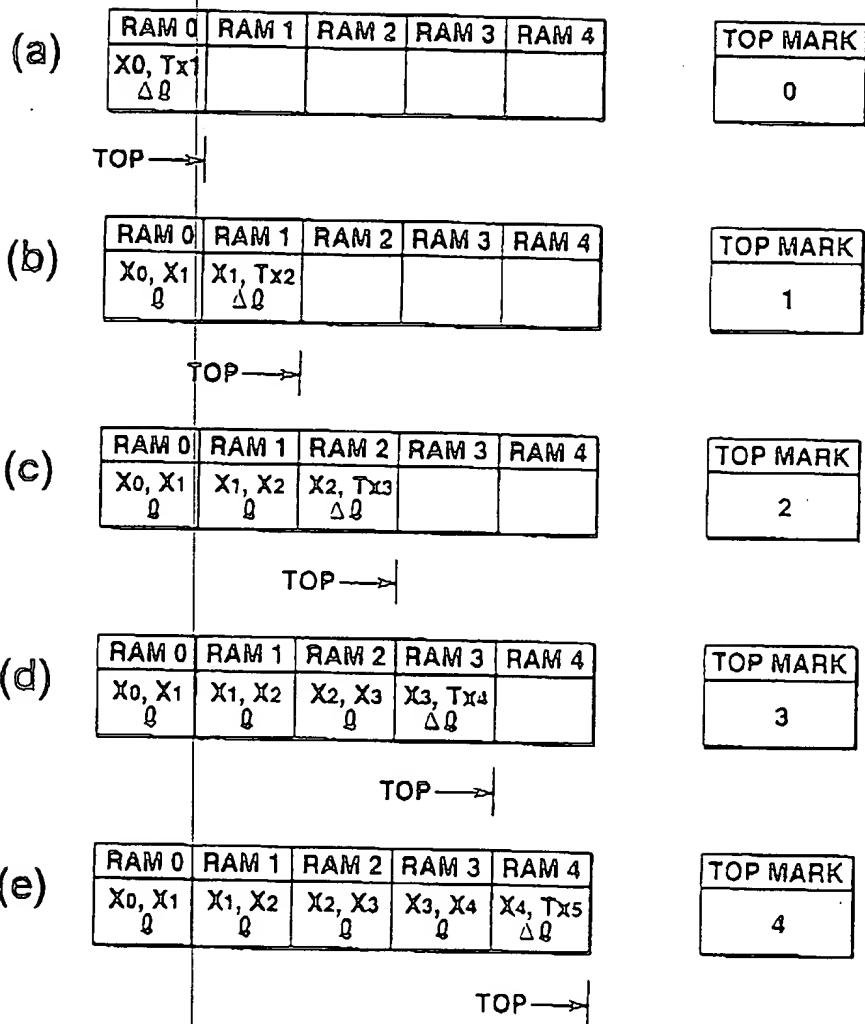


FIG.11

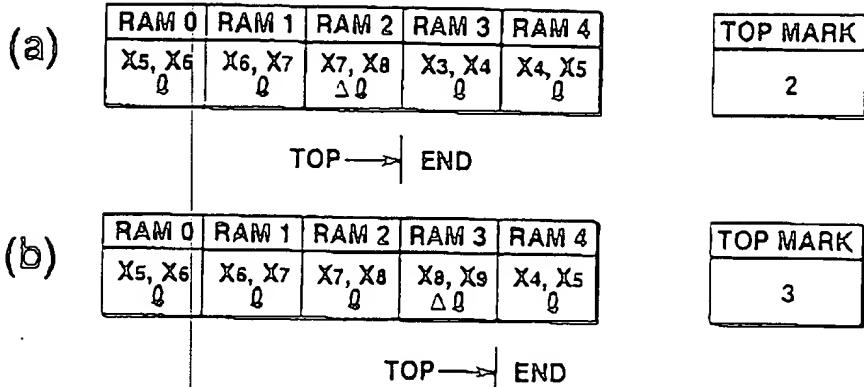


FIG.12

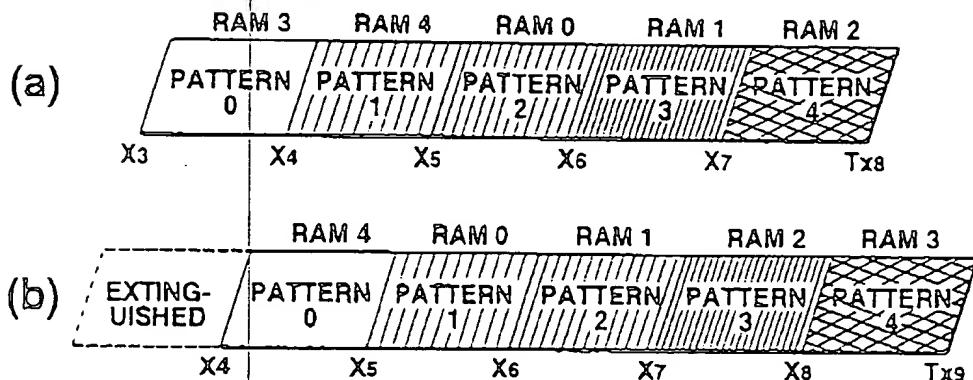


FIG.13

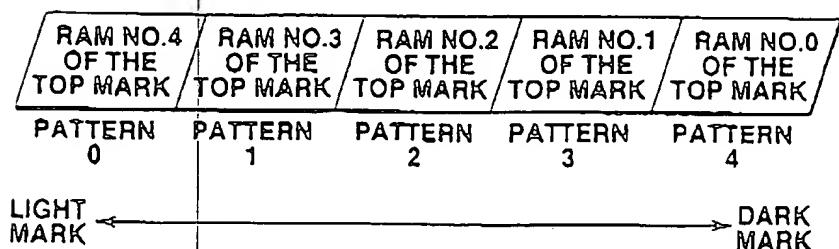


FIG.14

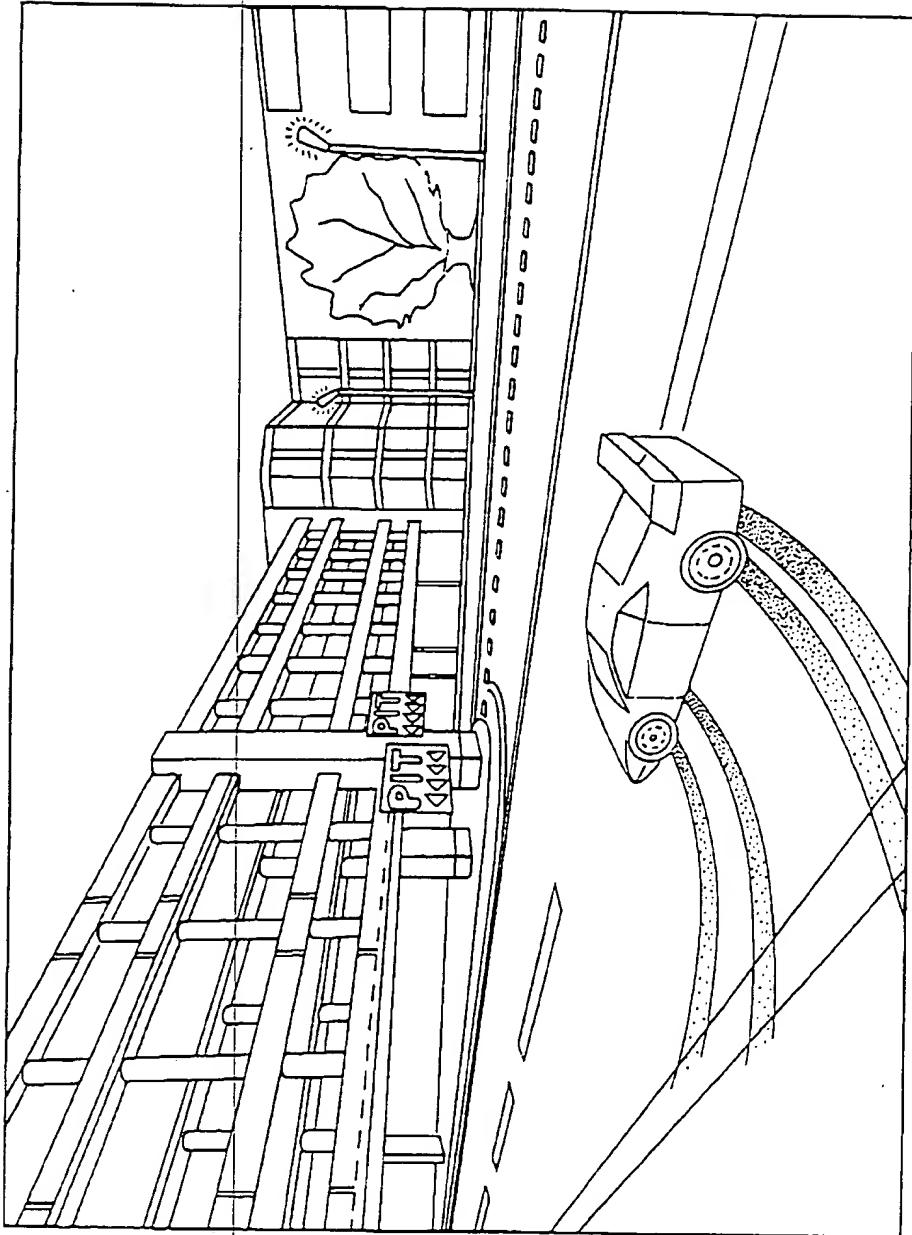


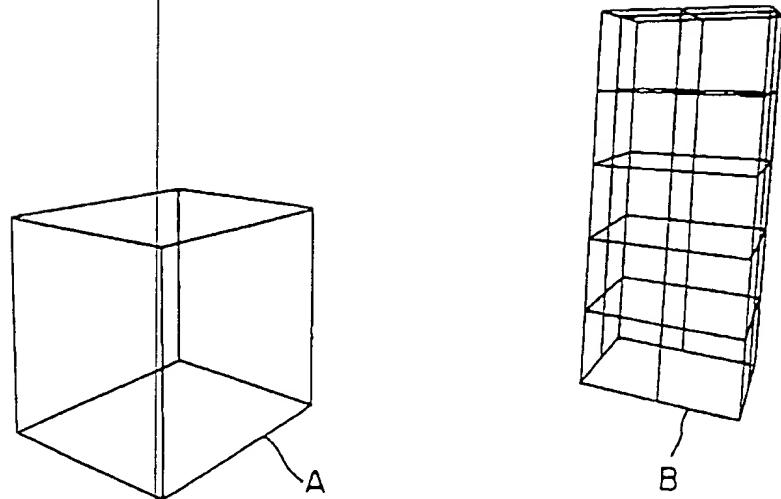
FIG.15

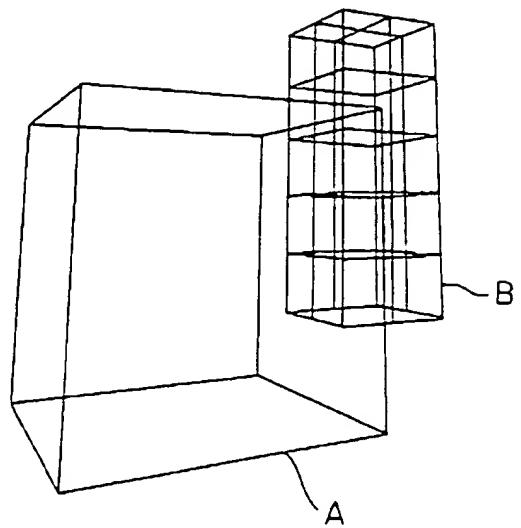
FIG.16

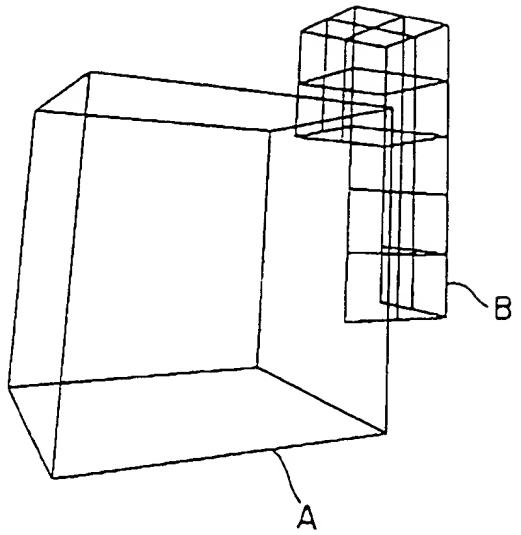
FIG.17

FIG.18

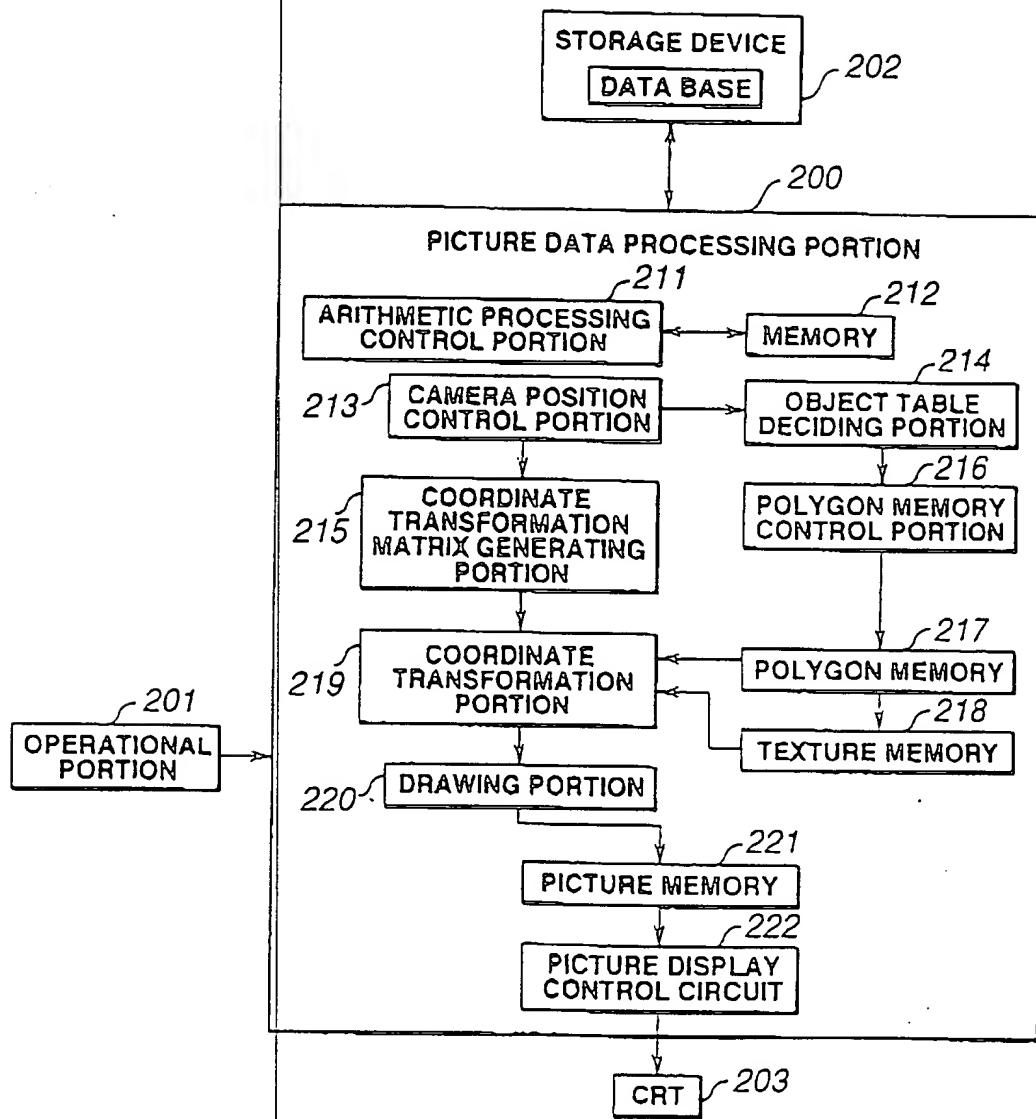


FIG.19

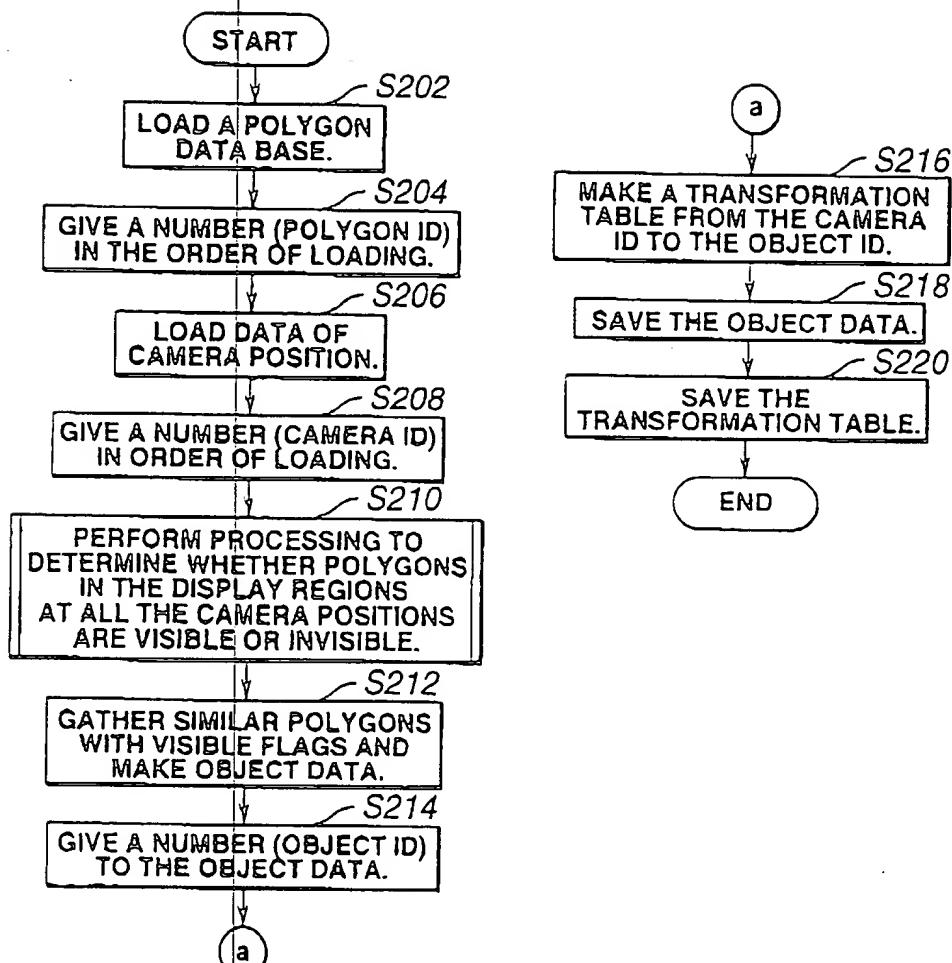


FIG.20

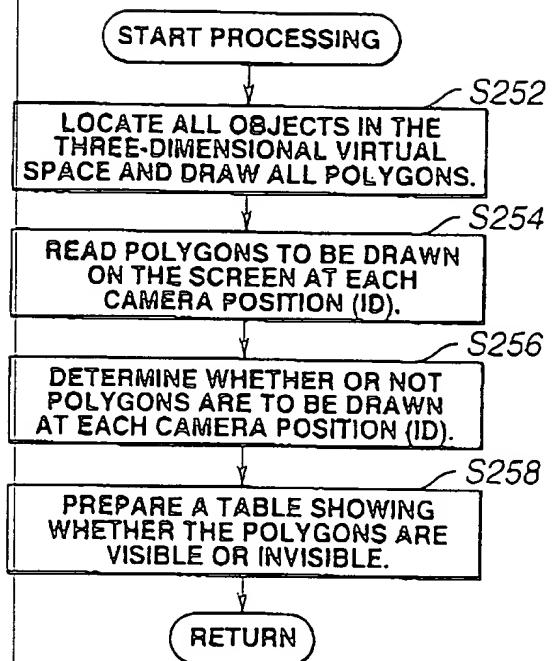


FIG.21

CAMERA	0	1	2	3	4	5	6	7	8	----	MAX
POLY0	1	1	1	0	0	0	0	0	0	----	
POLY1	1	1	1	0	0	0	0	0	0	----	0
POLY2	1	1	0	0	0	0	0	0	0	----	0
POLY3	0	0	1	0	0	0	0	0	0	----	0
POLY4	0	0	0	0	0	0	0	0	0	----	0
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮
POLYMAX	0	0	0	0	0	0	0	0	0	----	1

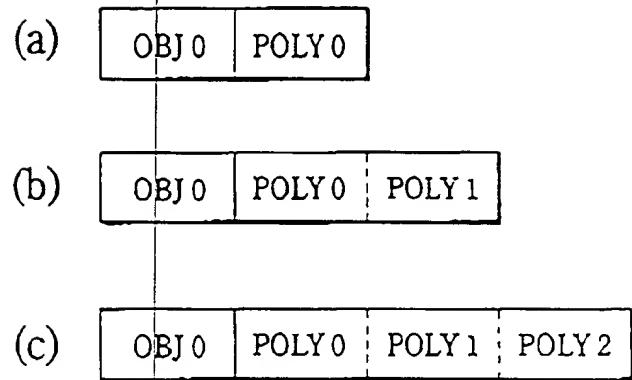
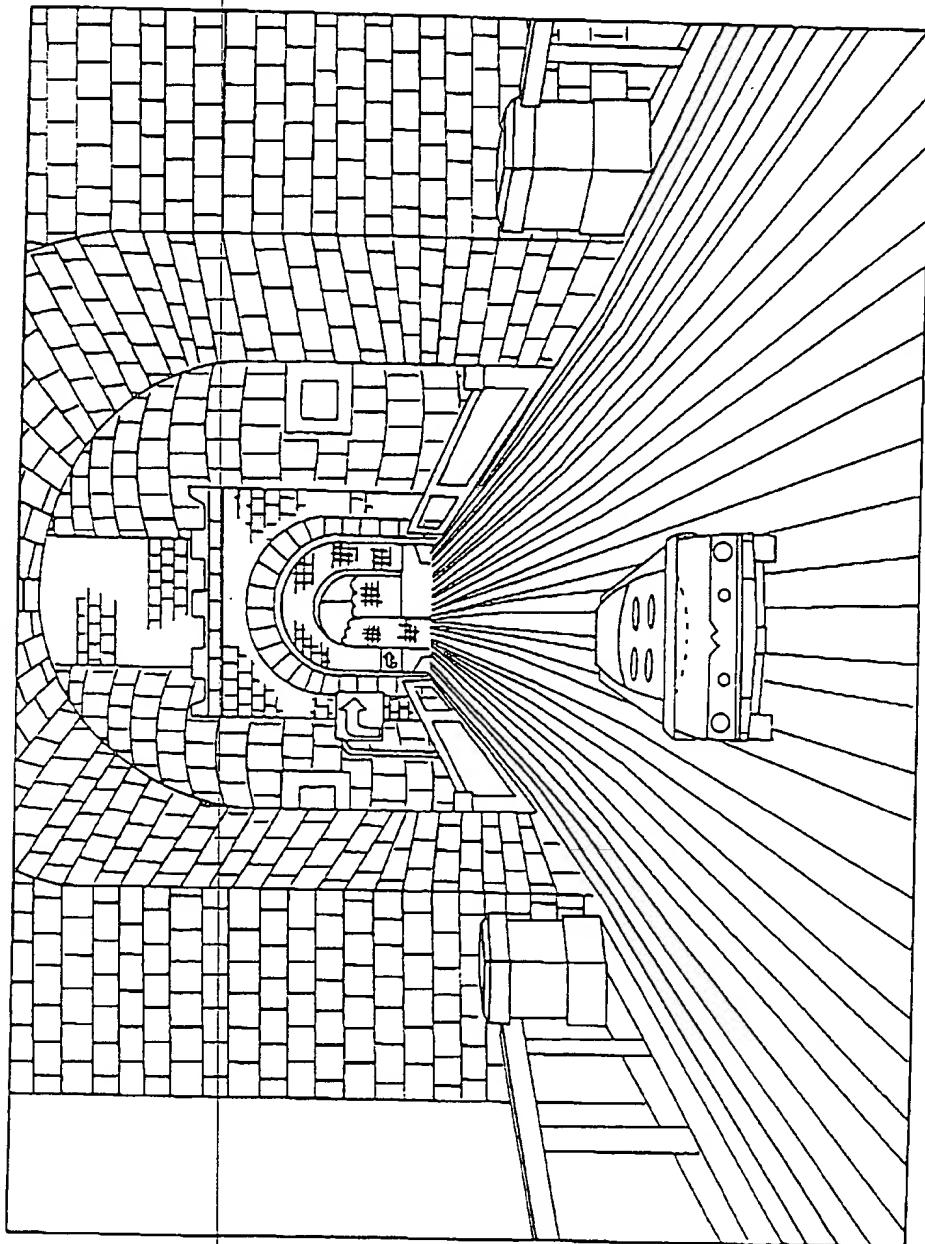
FIG.22

FIG.23

CAMERA	0	1	2	3	4	5	6	7	... MAX
OBJ 0	1	1	1	0	0	0	0	0	-----
OBJ 1	1	0	1	1	0	1	0	0	-----
OBJ 2	0	0	0	1	1	0	1	1	-----
OBJ 3	1	1	0	0	1	1	1	1	-----
OBJ MAX	---	---	---	---	---	---	---	---	---

FIG. 24



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